

1 ELECTRONIC PULL TAB GAMING SYSTEM

3 ABSTRACT OF THE DISCLOSURE

4 A gaming system (10) produces a multiple-play physical pull tab ticket (50) at the
5 request of a player. Each chance in the game is associated with a game play record which has
6 been produced and stored in the system prior to the sale of the physical game ticket (50). A
7 player in the game selects a number of game play outcomes or plays to be purchased and the
8 gaming system (10) responds to the request by producing and distributing to the player a pull
9 tab ticket (50) having the requested number of game play outcomes (56) printed or otherwise
10 formed on a ticket substrate. The game play outcomes (56) are chosen at random from the
11 game play records which were produced prior to the start of the game. The pull tab game
12 tickets (50) may be purchased through a previously funded account and winnings may be
13 applied to the account as well. Game play information specifying the outcomes of each game
14 play printed on the game ticket may be printed or otherwise encoded on the game ticket (50).
15 A player terminal (30) may read this game play information using a suitable scanning device
16 and may then display the results of the plays to the player. The game play results may be
17 displayed through appropriate player interaction to imitate a non-pull tab game, especially a
18 casino type game.

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